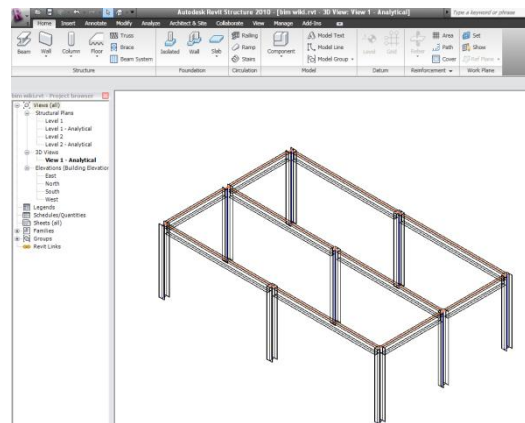


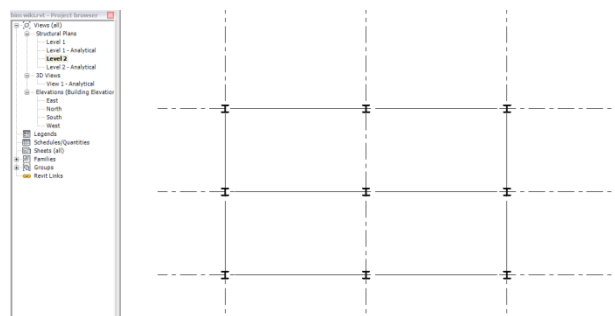
Creating a Beam System in REVIT Structure 2010: This document will give a step by step explanation of how to insert beams into an existing structural system on REVIT Structure.

- The importance of this BIM wiki is that it allows for a simple and easy addition of evenly spaced beams to a structural system. This will save huge amounts of time when modeling a structure in REVIT Structure.

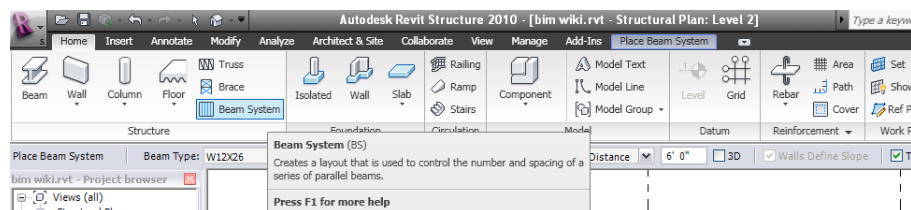
1. Start by opening a REVIT Structure model. This model should have columns and girders already in place.



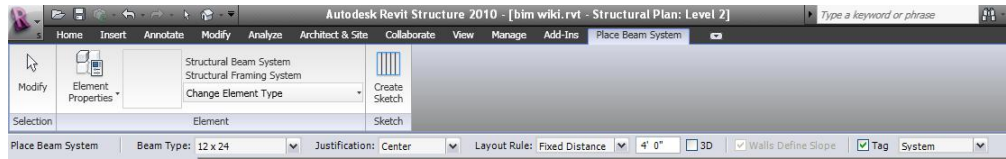
2. Go to the Level that you want to add the beams to.



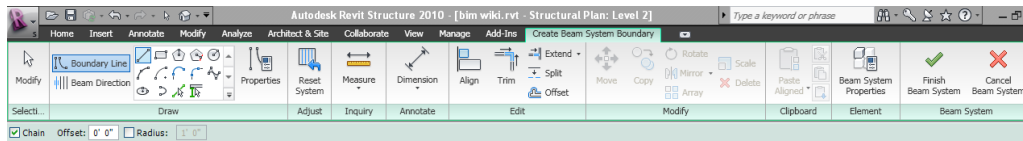
3. On the top tool bar, select the icon “Beam System”



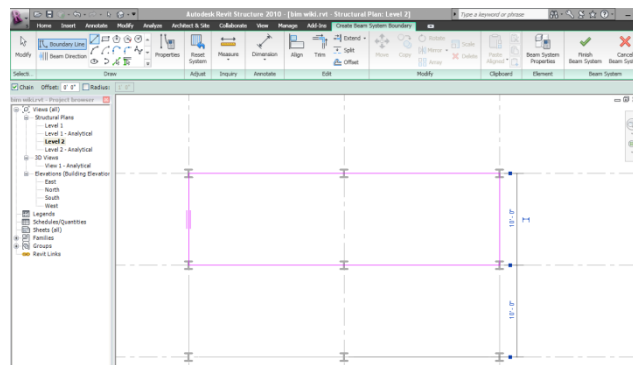
4. The tool bar will change to the Place Beam System Option. Here you can set your options to beam spacing and beam type. You can also set how you will define the layout by changing the Justification.



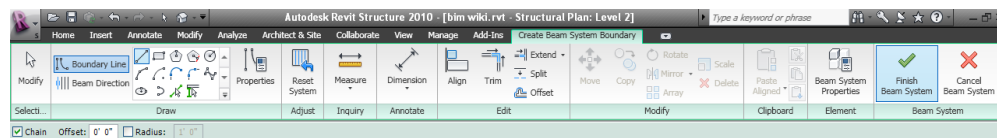
5. When you have chosen the settings that you want click the “Create Sketch” icon. Again the tool bar will change to “Create Beam System Boundary”, giving you a variety of options in which you can layout the beam system.



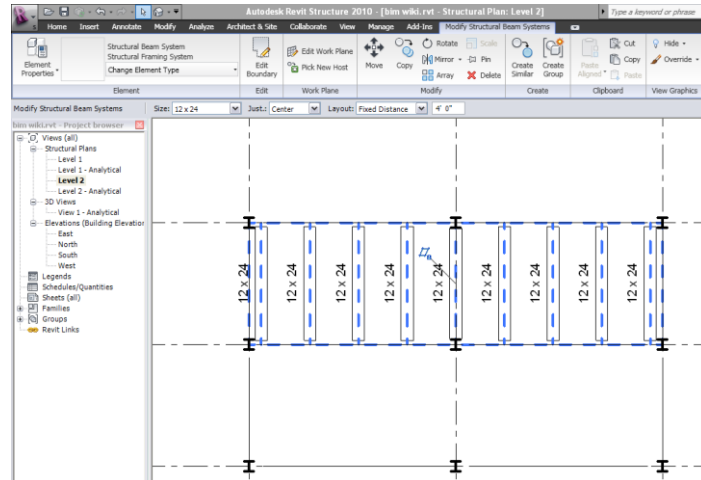
6. Select “Boundary Line”. The Level view should become grey. Now draw the boundary of where you want the beams to be added.
  - a. Keep in mind that the first line draw indicates the direction in which the beams will span.



7. When you are finished drawing the outline of where you want the beams, select the “Finish Beam System” on the top right of the screen.



8. The beams you just created will now appear.



9. One of the good features of Beam Systems is that you can select individual beams to change their properties or even delete them without affecting the other beams that were created with it. As well as selecting the beams individually it is possible to select all of them with a single click of the system outline.